T• HQ, Inc.
TOY HEADQUARTERS

Distributed by T•HQ, Inc. Toy Headquarters
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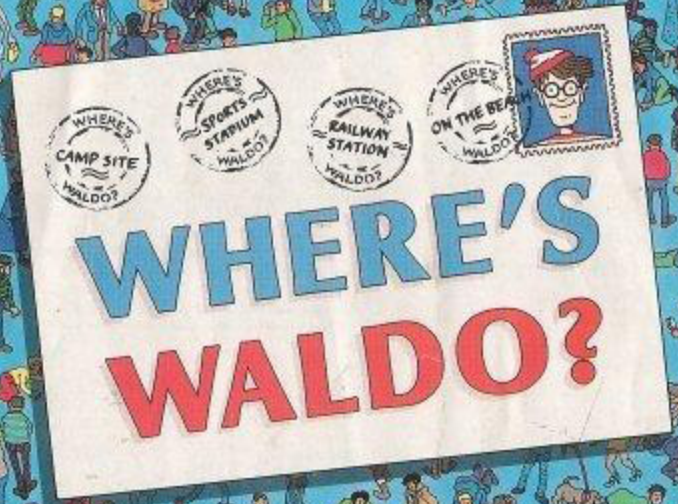
NES-EW-USA



WHERE'S WALDO?

INSTRUCTION MANUAL

T• HQ, Inc.
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Safety Precautions

Please follow the precautions listed below for the care of this cartridge.

1. Do not clean this cartridge with alcohol, thinner, benzine or any other solvents.
2. Avoid hard shocks.
3. Do not store in extreme temperature conditions.
4. Avoid touching or soiling the connector terminals.
5. When playing for periods greater than 2 hours, we recommend that you take a break for 10 to 20 minutes to avoid eye strain.
6. Always turn the power off before inserting or removing the game from the system.

WARNING:
DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Nintendo ENTERTAINMENT SYSTEM

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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WHERE'S WALDO?

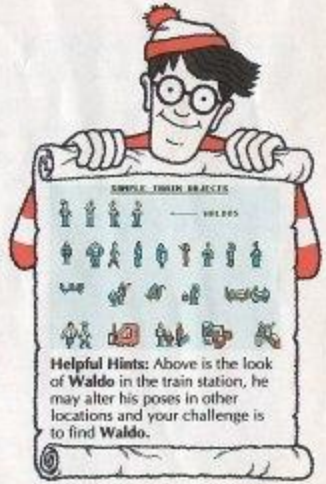
Thank you for purchasing **Where's Waldo?** for the Nintendo Entertainment System. We hope you and your family enjoy the multiple challenges of this globetrotting adventure game! Join **Waldo** as he sets his sights on a trip to the moon.

But you'll have to find him first. **Waldo** gets lost in the crowds at a bustling train station, a medieval castle, a jam-packed fairground and more. Just like in his popular books, you have to scan the panorama for our wandering hero.

There's more, too! Chase after **Waldo** as he sprints through a gloomy cavern looking for a way out. Help him find his missing glasses in the subway system so he can make his exit in time. Take a spin at the image machine to match three **Waldo** panels and grab your ticket to the moon!

WALDO'S Journey

It's time to find the world's most elusive traveling hero! **Waldo** wants to wander across the moon and he needs your help to get there. Search for him amidst scores of people in a multitude of detailed settings. Will he be standing near the carrousel at the fairground? But wait, is that him poking his head out of a manhole or hiding in the back of a truck? Is he racing through the streets of the city in a sports car or dodging traffic as a pedestrian? **Where is Waldo?**



Find out as the various games and scenes challenge your powers of observation and split-second timing. And time is of the essence in this captivating adventure game where incorrect guessing steals valuable time from the clock. Start the countdown for the moon and keep your eyes peeled for **Waldo**!

Starting the Game

Insert the **Where's Waldo?** cartridge into your NES and turn on the system. Choose the level of difficulty that you want to play by pressing the Select Button. Enter your selection by pressing the Start Button. The game begins immediately by showing Waldo holding a sign that reads the amount of time left to complete the game. **Waldo** then walks across the game field to the first destination, the Train Station. The game begins here.

The differences between the Easy, Medium and Hard skill levels are as follows:

- The harder the level, the less time you'll have to complete it.
- The search "scope" gets smaller as the difficulty increases.
- The scenes to search get progressively larger in the more difficult settings.
- In the medium and hard skill levels, **Waldo** always wears his characteristic striped sweater, hat and pants, but may try to fool you by changing his colors, making it extremely difficult to catch him.

Controller Functions and Games

There are four types of games in **Where's Waldo?** The commands for each are listed below in separate categories.

1. Search the Scene for Waldo:

This includes the train station, the forest, the fairground, the city and the castle. Find **Waldo** among a crowd of people in these scenes. Use the scope to frame **Waldo's** exact location.

Up, Down, Left and Right on the control pad moves the scope in those directions. Press the A Button to guess **Waldo's** position.

Controller Functions and Games

2. The Cave Search:

Waldo is wandering in a dark cavern. Your scope now becomes a flashlight to help you spot **Waldo** in the dark. Move the flashlight to his position and press the A Button quickly to get him. Once you've captured him, move **Waldo** to the exit square and press the A Button to complete the level. If you wish to gamble, take **Waldo** to the hourglass first. Press the A Button here and you'll either win approximately an extra minute of time, or lose one.

3. The Subway Search:

Waldo dropped his glasses on the subway and can't leave without them. Start at the far left of the maze of tracks as a blue arrow. Up, Down, Left, and Right points the arrow in those directions. Press the A Button to maneuver the arrow through the pathways to the pictures of **Waldo** and his glasses. Once you have captured them, exit by the arrow on the right side of the screen. If your path is blocked, press the B Button to rotate the hex square your arrow is facing. Use caution, for wizard White Beard is jumping across the tracks in search of You! If he lands on a square where your arrow is, he'll drain the remaining time from the clock.

4. The Moon Match-Up:

The last obstacle between **Waldo** and the moon is a one-armed bandit. Three slots with pictures of historical characters (and **Waldo**) are on the face of the machine. Press the A Button on the green pad at the right of the machine to start the spinners rolling. Press Left or Right on the control pad to move the pointer to the spinning reel that you want to stop. Pressing the A Button stops the reel. Match three pictures of **Waldo** and he's off to the moon!

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems- This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a ReturnAuthorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Deaprtment
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc, Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.